



CREATING 3D ENVIRONMENTS

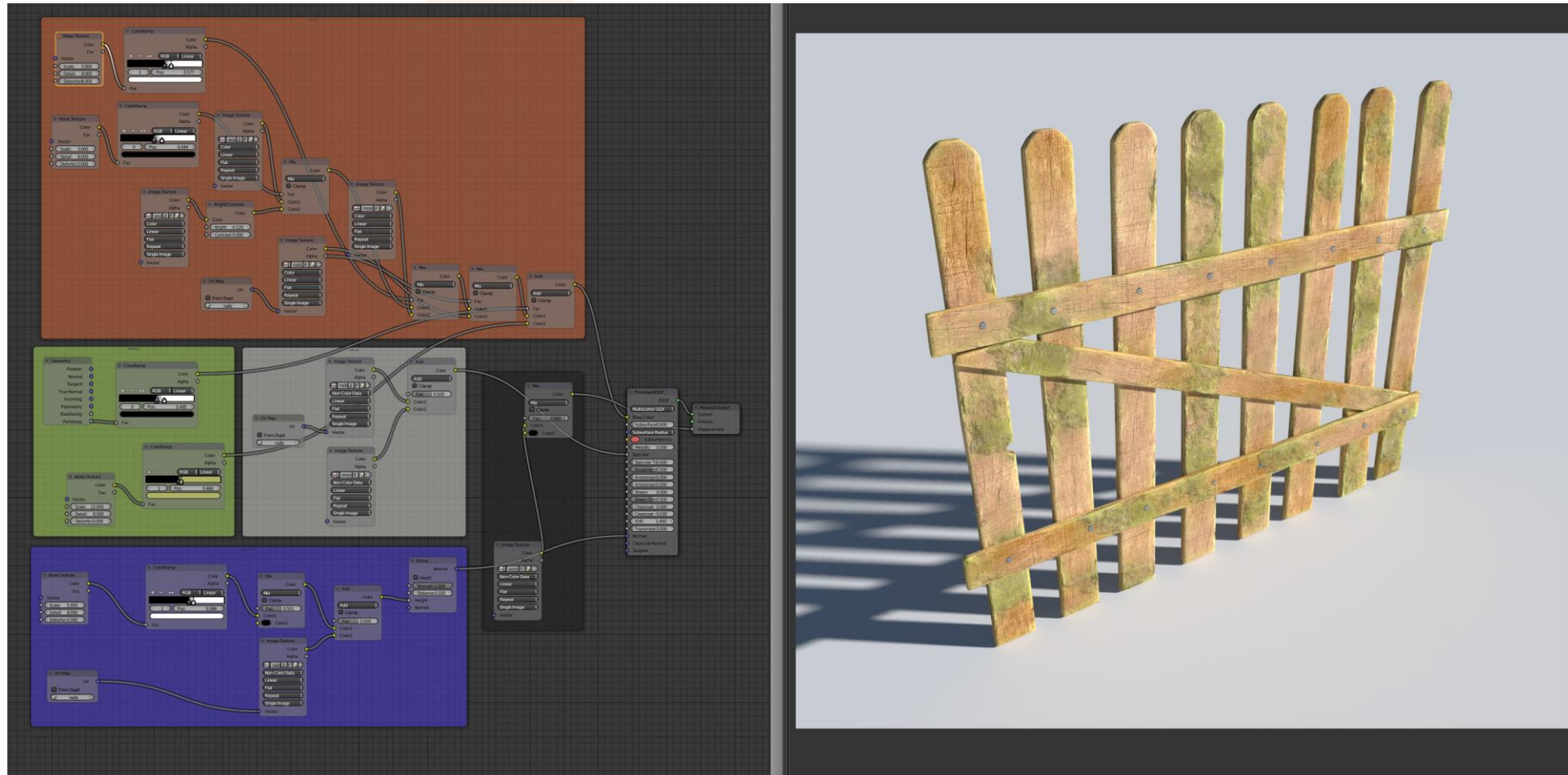
Blender Materials

Chapter 3 – Part 15

- Advance material for the fence
- Open the fence blend file
- Adding moss
- Bump effect
- Adding nails

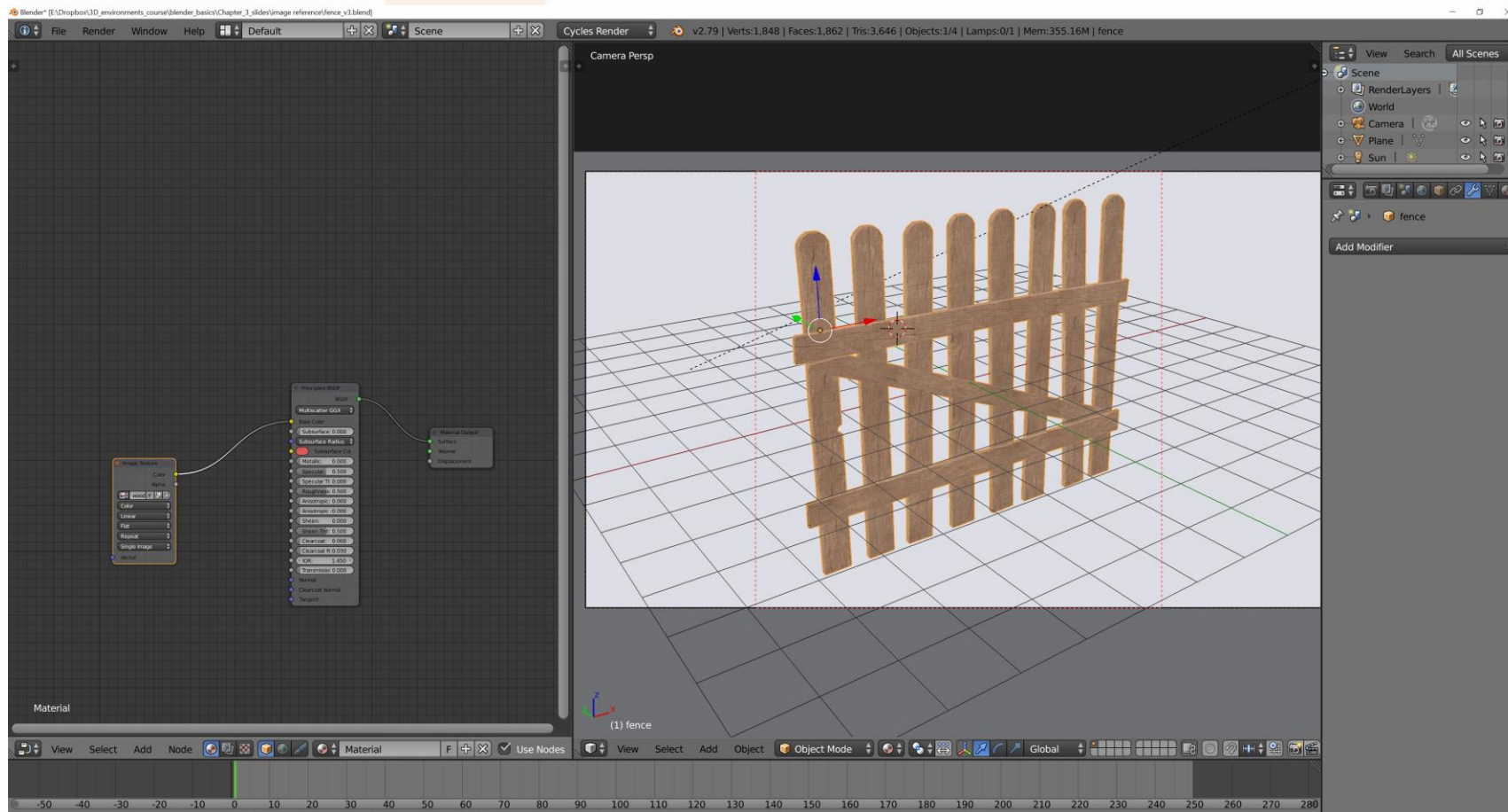


Advance material for the fence



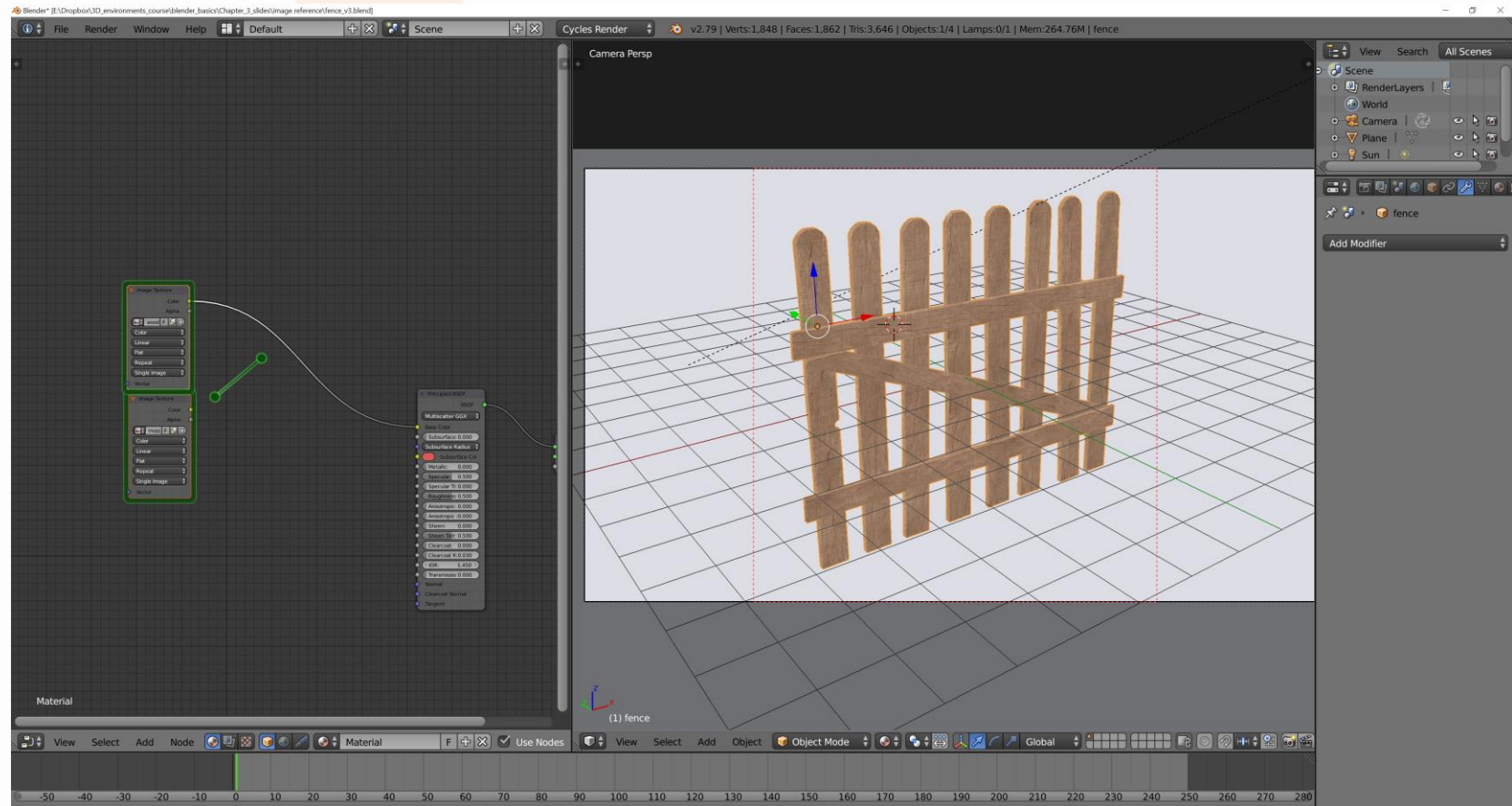
Using nodes to add random dirt on object edges

Open the fence blend file



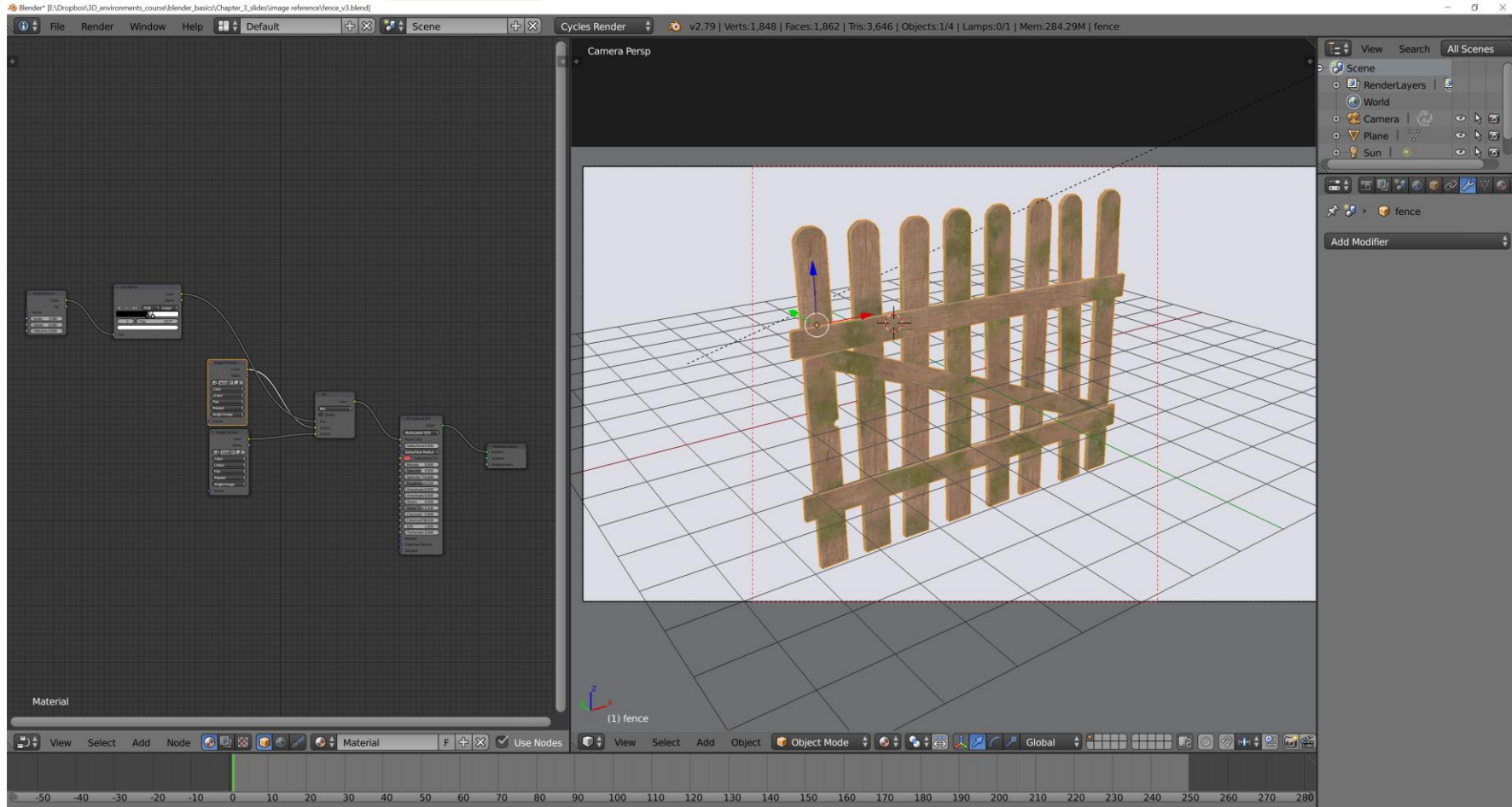
We use the fence we created in the previous chapter, change the diffuse for the new principled shader. We still use the wood_cleanup texture to start with

Adding moss



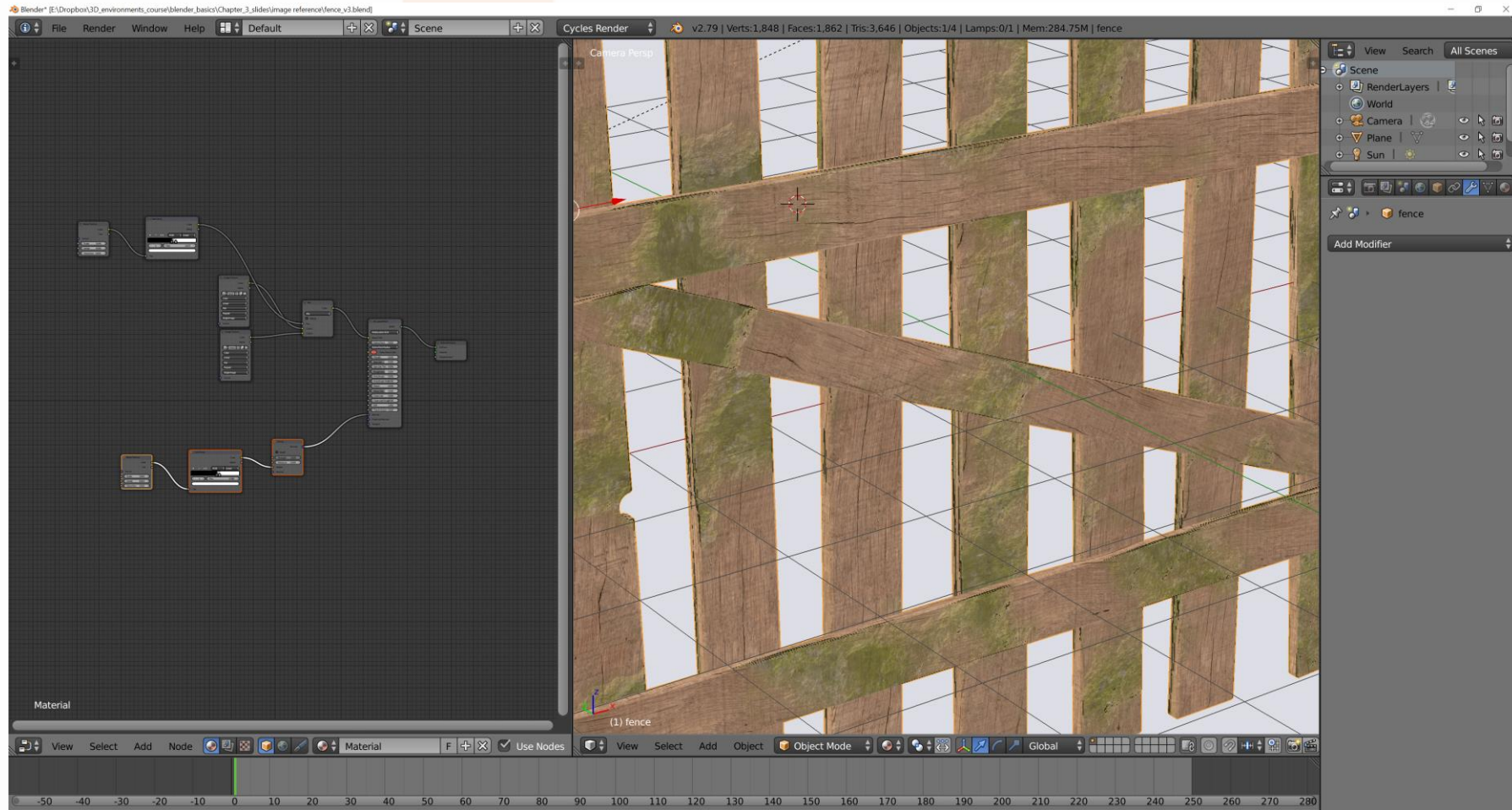
Duplicate the image texture and select the moss texture. Select both nodes and press ALT key + right mouse button to create a mix node

Adding moss (2)



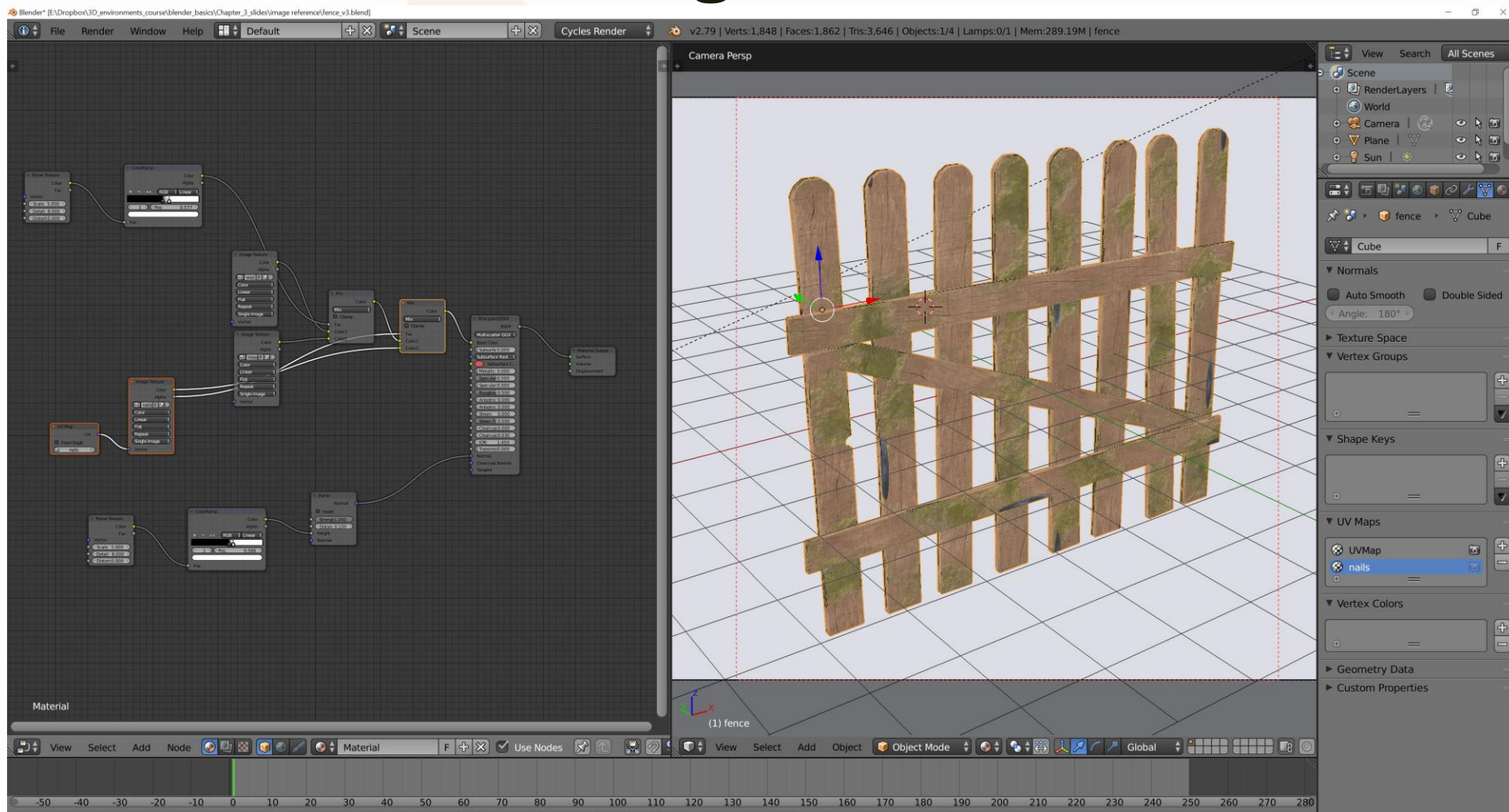
Use a color ramp + noise texture to mix the textures

Bump effect



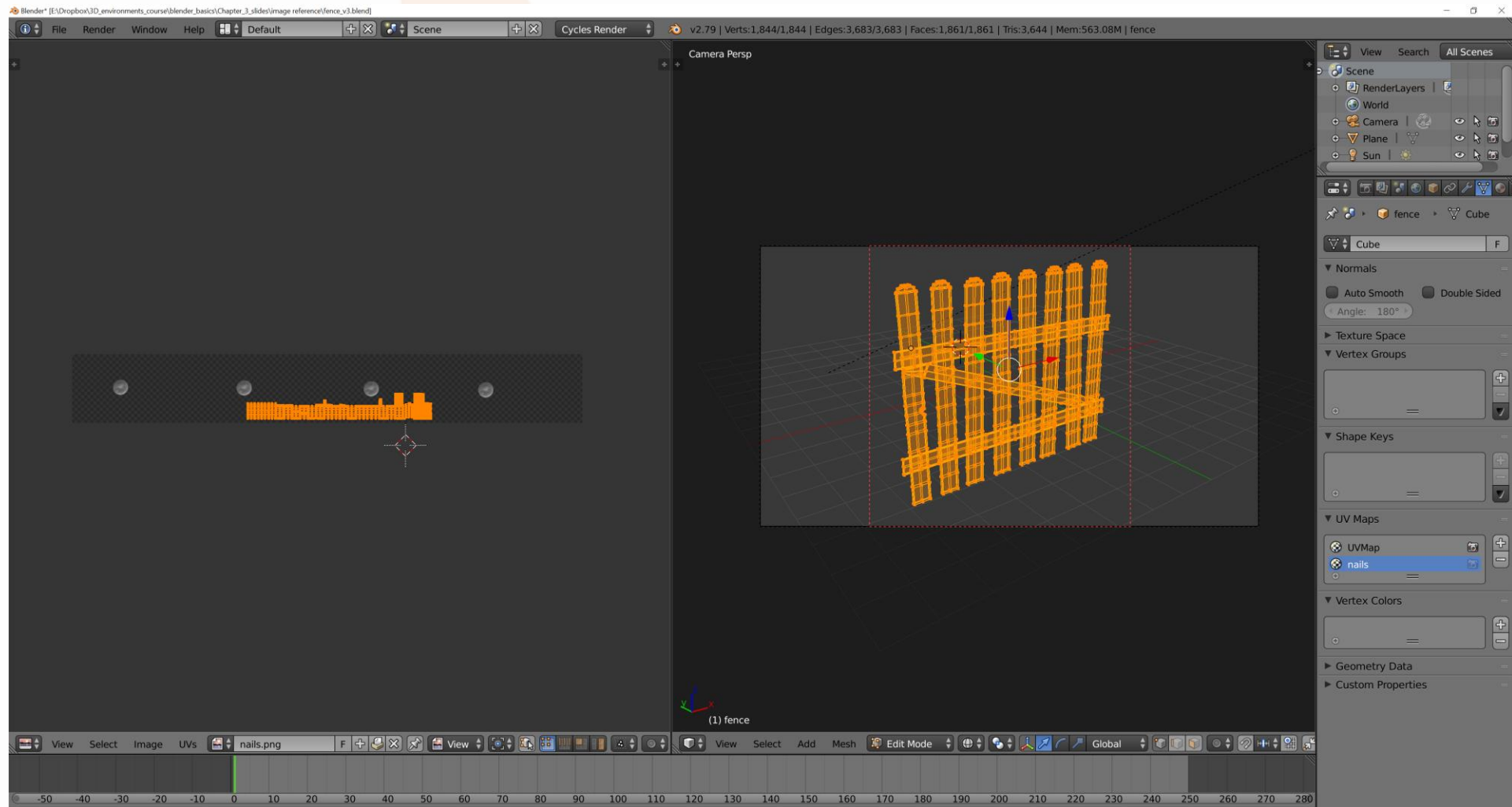
Copy the color ramp and the noise texture from the texture mix and import a bump node. Connect these and tweak the sliders to get a smooth bump effect

Adding nails



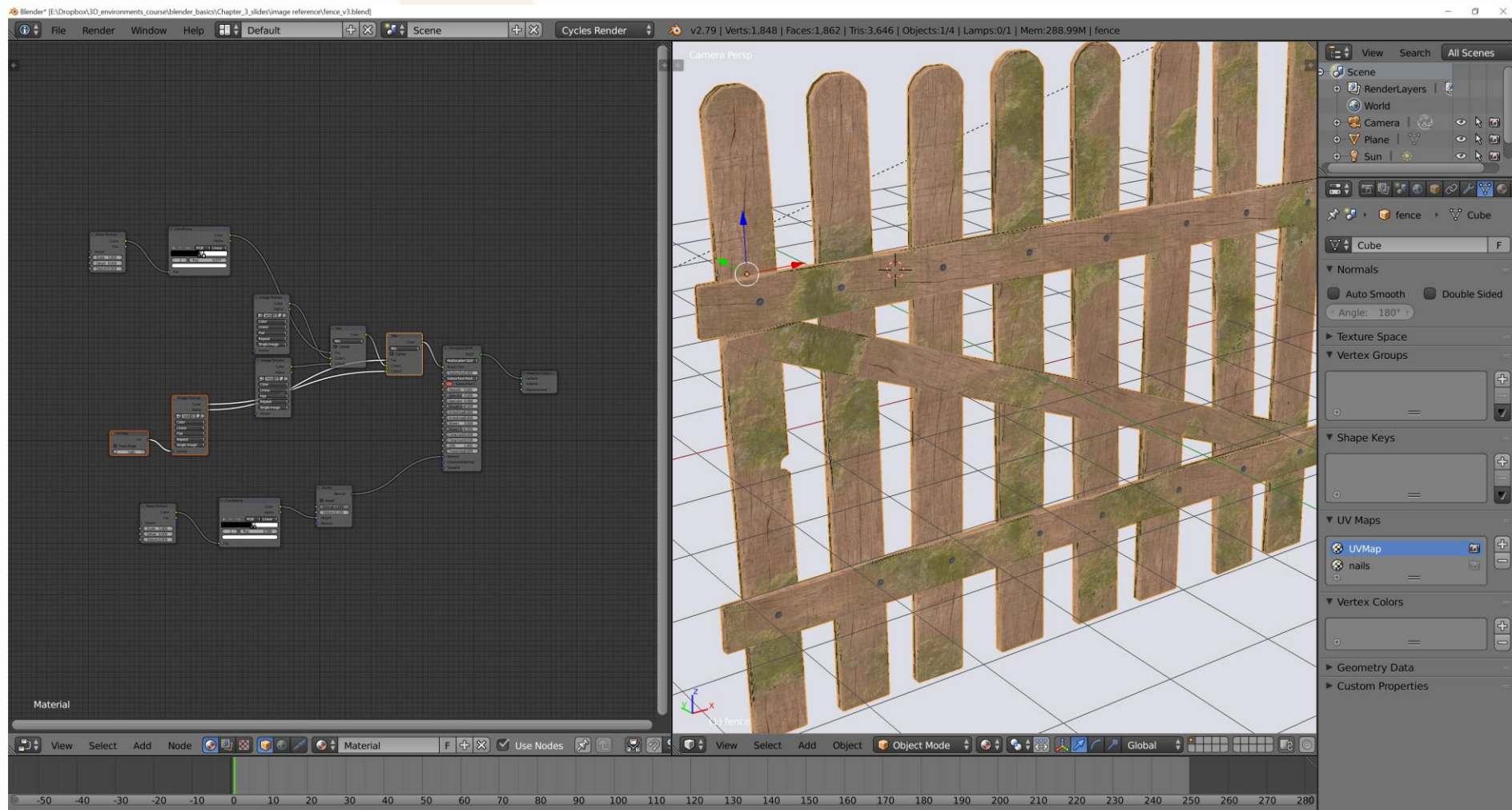
Make a new UV layer, also open the nail image in your node tree and combine the Nail UV map with it. Add a mix node and combine this with the texture mix . Use the alpha output from the nail image to make it look transparent.

Adding nails (2)



The following step is cropping the UV map so it won't interact with the nails. Switch to face select mode and select the parts you want nails on. The best way is to project a new UV coordinates so you have more control on the looks.

Adding nails (3)



The final look of the nails.